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**(71) Applicant and**

**(72) Inventor:** BALAN, Alexandr [UA/UA]; Svobody Ave., 32, Ap. 192, Kiev 04215 (UA).

**(74) Agent: BALAN, Alexandr; Svobody Ave., 32, Ap. 192, Kiev 04215 (UA).**

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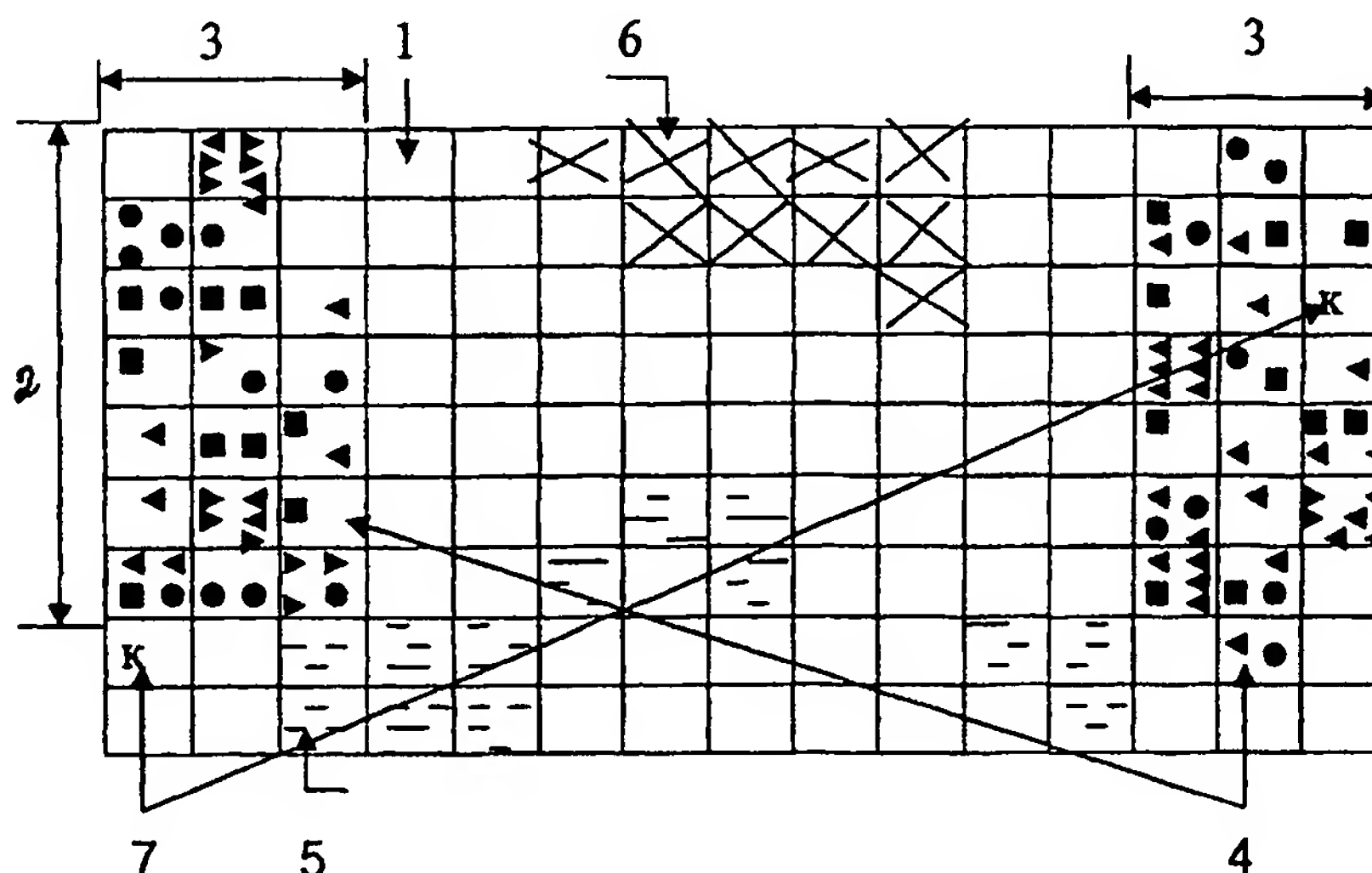
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(54) Title: GAME SIMULATING A FIGHT BETWEEN TROOPS AND METHOD OF PLAYING IT



**(57) Abstract:** The invention relates to games comprising playing boards and dice and can be used by adults for entertainment purpose and by children of school age to help them to get familiar with troops of different historical epochs and to develop their logical thinking and mathematical abilities. The board game comprises a playing field divided into squares and marked out as landscape, one or more playing dice and two sets of playing pieces than can be moved. The playing pieces are performed as troops with all components or sub-units, the least numerous sub-unit being composed of six conventional units and other units including such number of conventional units, that is divisible by 3 or 6. Movement of playing pieces over playing field, their attacks and mutual annihilation is carried out in accordance with the number of points, that are scored by the opposing parties after die throwing, done by turns. The final goal of the game may be annihilation of the troops, capture of the headquarter, command post, town or any other goal agreed by parties.

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Game simulating a fight between troops and method of playing it

### Technical field

The invention relates to games comprising playing boards and dice and can  
5 be used by adults for entertainment purpose and by children of school age to help  
them get familiar with troops of different historical epochs and to develop their  
logical thinking and mathematical abilities.

### Background Art

10 A game simulating competitors' bouts is known from USA patent 5056794,  
A63F 1/00. According to this invention three games simulate bouts between  
sportsmen in various competitive games. The game develops tactical thinking as  
far as bouts between competitors are concerned.

However, this game does not teach children to think logically, when a large  
15 number of participants take part in the battle.

This shortcoming is partly compensated by the known solution according to  
Russian Federation patent No 2020995 C1 Int. Cl. A 63F 3/00 "Board game",  
which has been taken as a prototype.

The board game comprises a playing field divided into squares and marked  
20 out as landscape, on which two sets of playing pieces oppose each other, each  
set includes a king, cavalrymen and infantrymen. The game is played in the  
following way: two players dispose two sets of playing pieces on the playing field  
each set being coloured differently – one king, two cavalrymen and four  
infantrymen. Thereafter, one of the players throws a die and moves playing pieces  
25 in such way: two infantrymen can be moved to any square of the playing field to  
that number of squares, that is equal to the number of points that have been  
scored upon die throwing (1...6); or one cavalryman can be moved along marked  
out "roads" to doubled number of squares; or the king can be moved to any square  
to doubled number of them. In case, if a player scores five points he is allowed  
30 either to make a move or to put two infantrymen on the playing field; if the number  
of scored points equals to six, one cavalryman may be put on the playing field. If a  
player upon die throwing scores a number of points that is larger or sufficient to  
move playing piece to the square occupied by the rival's playing piece, the fight for  
annihilation of the playing piece begins: after die throwing, done by turns, the  
35 player who has scored larger number of points, removes a playing piece from the

rival's playing field. The goal of any player is to remove the rival's king from the playing field.

A major shortcoming of this game is impossibility to simulate a fight between troops in such a way that all troops types with all their components can participate simultaneously. The principal object of this invention is to eliminate this shortcoming.

### Disclosure of Invention

To this end in a game comprising a playing field, divided into equal squares and marked out as landscape, playing dice and two sets of movable playing pieces disposed on the playing field, each set of playing pieces is modeled as troops that include sub-units or combat units (hereafter "sub-units") for specific historical period, the least numerous of them consisting of six conventional units, and other units containing such number of conventional pieces that is divisible by 3 or 6. The game always has not less than one extra playing die.

The marking out of the playing field simulating landscape is done by painting the squares of playing field in different colours, for example, water areas are painted blue, mountain areas - brown and forest areas - green.

According to their status the sub-units are divided into three categories:

- light sub-units, for example, archers or infantrymen with rifles, patrol boats etc.;

- average-sized sub-units, for example infantry with spears, cannons and small warships;

- heavy sub-units, for example, heavy cavalry, tanks, submarines, aircraft carriers.

The sub-units of fighting parties are located on the bases of different colours.

The known method of game playing, simulating a fight between troops (RF patent No 2020995 Cl) is characterized by disposition of playing pieces on the opposite sides of playing field, divided into squares, their movement from one square to another, conventional attack and removal of playing pieces and command post from the playing field depending on the number of points that have been scored upon a die throwing, which is done by turns. According to proposed invention, troops are formed of sub-units or combat units (hereafter "sub-units"), the least numerous and powerful of which being composed of six conventional

units or corresponding to this number; the troops are divided into two equal parts (by agreement between parties this ratio can be different) Thereafter, the troops are disposed along the playing field in width or in length and depth (in direction of the rival's position) to some squares (for example, 5 squares) with one or more (for example, 6) sub-units on each square. A playing die (or some playing dice simultaneously, for example 2) is thrown for troops movement; thereafter, the attacking party moves all its sub-units, or only some of them to the number of squares, that does not exceed the number of points scored upon one dice throwing, and some mobile units are permitted to move to additional number of squares in compliance with additional Rules, and after at least one sub-unit reaches the square with rival's sub-unit, that is located at the distance of possible annihilation, the attacking party and then the party under attack throw, by turns playing dice for annihilation so many times, as many units are located within the above said limits of distance of possible annihilation, and then each of the fighting parties removes from the rival's playing field such number of conventional units, that is equal to the total amount of points scored during dice throwing for annihilation, all the sub-units can attack along straight lines vertically and horizontally; as for adjacent squares and those disposed at an angle to the length or width of the playing field, the attacking party is entitled to additional dice throwing for annihilation, the distance of possible annihilation for each type of sub-units equals to such number of squares, as accepted conventionally in additional Rules of the game for each concrete epoch and weapons.

In this case, light sub-units annihilate only rival's sub-units analogous to them by status as well as average-sized sub-units and if there are no such sub-units on the squares located within the distance of possible annihilation, the points scored upon dice throwing for annihilation are not taking into account.

A player in his turn to move, is permitted to shift all his sub-units or some of them within the limits of each square in which they are located.

The invention allows to bring a method of game playing closer to reality.

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### **Brief Description of Invention**

The invention will be explained by following illustrations:

Fig. 1 – general view of the playing field:

1 – squares into which the playing field is divided;

2 – width of the playing fie

ld where troops are located;

3 – depth of the playing field where troops are located;

4 – sub-units of the troops;

5 – water areas of the playing field;

5 6 – forests;

7 – command post.

Fig. 2 – a playing die.

### Mode for Carrying Out the Invention

10 The game is played on playing field, dimensions of which (a number of squares) depend on the types and number of troops in models as well as on complexity of landscape on the playing field. The models of opposing sub-units are located on the bases of different colour. One, two or more playing dice can be used simultaneously. The squares of playing field may be numbered. All  
15 operations are to be carried out in a sequence described in claim 5 according to the game rules given below:

1. Troops of the fighting parties are equivalent to each other, as to their number and components, if it is not agreed otherwise between the parties

2. The right to make the first move or to choose a side of playing field is  
20 given to that player, who has scored more points upon dice throwing, done by turns, if it is not agreed otherwise between players.

3. Each party disposes its troops within the agreed number of squares in the direction of the rival's side of playing field

4. Sub-units of only one fighting party can be located on one square.

25 5. Movements and attacking actions of the sub-units can be carried out only in consideration of the character of marked landscape in conformity with the reality (for example, infantrymen cannot shoot through forests, only light and average-sized sub-units can move there, tanks are not allowed to enter forests, cannot shoot through mountains etc.).

30 6. A party can move its sub-units on playing field to any square not occupied by rival's party including those on which its own sub-units are located.

7. In his turn to make a move after dice casting for movement a player may re-arrange all his sub-units or only some of them within the square they are located in, or he may shift all his troops, or only individual sub-units or leave them  
35 without any change; and after dice throwing for attack all the sub-units, or only



some of them, before or after attack can be moved within the square in which they are located.

8. To do the attack possible, a player must move at least one of his sub-units to the rival's square at the distance of its possible annihilation.

5 9. One move entitles a sub-unit to only one attack.

10. The attacking party removes from the rival's field the sub-units on the square under attack that are nearest to him, and the party under attack removes, at choice, any attacking sub-units, on condition that light sub-units annihilate only sub-units analogous to them by status, or average-sized sub-units.

10 11. A move transfer may be done only after the sub-units of the first side have carried out all the necessary actions.

12. The final goal of the game is annihilation of the troops, capture of headquarter or command post, town or as it was agreed between the parties.

15 Besides that, there are Rules, concerning every epoch and weapons that determine:

1. Definition of combat sub-unit's categories - light, average-sized or heavy;

2. The distance of possible annihilation for different types of sub-units: for example, for infantrymen with machine guns (for the present) this distance is equal to 5 squares, for heavy artillery - 7 squares;

20 3. Additional dice throwing for attacking party: for example, for every two attacking dice throwing the attacking player (when it is his move) is entitled to one additional die throwing and, consequently, additional points when attacking;

4. Increased number of squares for movement to individual, more mobile units after dice throwing for movement;

25 5. Increased distance of possible annihilation depending on the character of landscape, for example, when shooting from a mountain the distance can be increased by one square.

### **Industrial Applicability**

30 Simulation of troops fight by using real models of military units that relates to various historical epochs in connection with the laws of military opposition and in close cooperation with the game Rules gives an opportunity to understand these laws, develops tactical thinking and raises intellectual level of the game.

## Claims

1. The game simulating fight between troops comprises a playing board, divided into equal squares and marked in such a way, that it simulates a landscape, a playing die and two sets of playing pieces that can be moved, said playing pieces being disposed on opposite sides of playing field and performed as troops in models with all their components or sub-units or combat units (hereafter sub-units); the least powerful of said sub-units including six conventional units, the others including such number of conventional units that is divisible by three or six; said game always has not less than one additional playing die.

2. The game according to claim 1, wherein all the sub-units are divided into three groups:

- light sub-units, for example archers or infantrymen with rifles;
- average-sized sub-units, for example infantry with spears, cannons;
- heavy sub-units, for example cavalry, tanks, submarines.

3. The game according to claims 1, 2, wherein the units of the opposing parties are located on the bases of different colour.

4. The game according to claim 1, wherein the squares of the playing board are marked as a landscape by painting them in various colours according to the character of the landscape, for example water areas are painted blue, mountain areas are painted brown and forests are painted green.

5. The method of playing game simulating a fight between troops comprises: disposition of playing pieces that simulate components of opposing troops, on the opposite sides of playing board divided into squares; their movements from one square to another, conventional attack and removal of pieces from playing board in accordance with the number of points scored by the opposing parties upon die throwing, which is done in turn; said troops being formed of sub-units or combat units (hereafter sub-units), the least powerful of which including six conventional units or corresponding to this number; said troops are divided into two equal parts (if other ratio is not agreed between the parties) and disposed along the playing board in width and some squares towards the rival's position, each square containing one or more sub-units; a playing die or simultaneously some dice for troops movement are thrown and, thereafter, the attacking party moves all its sub-units, or only some of them to that number of

squares, that do not exceed the number of points scored during simultaneous throwing of a die or some dice; some mobile sub-units are permitted to move to additional number of squares and after at least one of said mobile sub-units reaches the square with a rival's sub-unit located at the distance of possible annihilation, the attacking party and then the party under attack throw, in turn, playing dice for annihilation as many times, as many sub-units are located within the limits described above; thereafter, each of the fighting sides removes from the rival's field the number of conventional units, that is equivalent to the number of points, that have been scored upon dice throwing for annihilation; the attacking party is entitled to extra dice throwing for annihilation and the distance of possible annihilation amounts to certain number of squares for each type of unit.

6. The method of game playing according to claims 4, 5, wherein the light units are able to annihilate only those rival's sub-units, which are analogous to them by status as well as average-sized rival's sub-units, and in case, there are no such sub-units on the squares within the distance of possible annihilation, the points that have been scored upon dice throwing for annihilation are not taking into account.

7. The method of game playing according to claims 5, 6, wherein a player, in his turn to make a move, is given a right to move all his units, or some of them within the limits of squares they are located in.



Game simulating a fight between troops and method of playing it

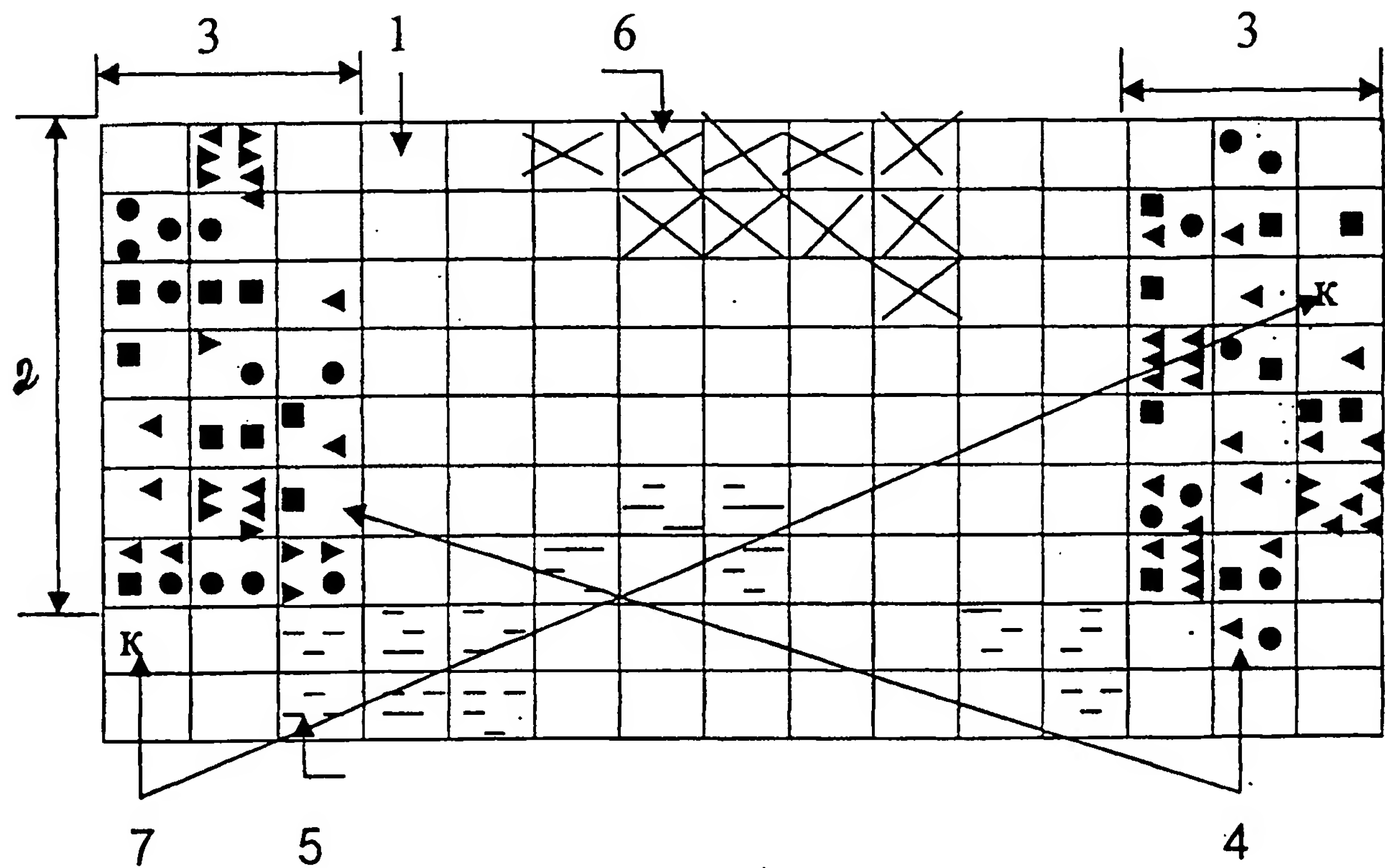


Fig. 1

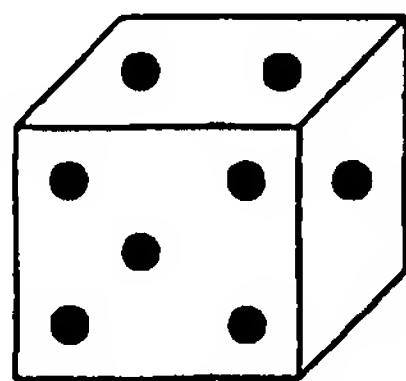


Fig. 2

# INTERNATIONAL SEARCH REPORT

International Application No  
PCT/UA 00/00037

## A. CLASSIFICATION OF SUBJECT MATTER

IPC 7 A63F3/00

According to International Patent Classification (IPC) or to both national classification and IPC

## B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

IPC 7 A63F

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practical, search terms used)

EPO-Internal, WPI Data, PAJ

## C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category *	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
A	US 4 753 441 A (BRAUS ET AL.) 28 June 1988 (1988-06-28) abstract; figures 1,3 ---	1
A	US 4 861 040 A (PETERSON) 29 August 1989 (1989-08-29) figures ---	1
A	US 5 484 157 A (KING) 16 January 1996 (1996-01-16) figures ---	1
A	GB 543 205 A (BAKER) the whole document ---	1
A	US 5 570 887 A (CHRISTIE, JR.) 5 November 1996 (1996-11-05) figures -----	1



Further documents are listed in the continuation of box C.



Patent family members are listed in annex.

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Name and mailing address of the ISA

European Patent Office, P.B. 5818 Patentlaan 2  
NL - 2280 HV Rijswijk  
Tel. (+31-70) 340-2040, Tx. 31 651 epo nl,  
Fax: (+31-70) 340-3016

Authorized officer

Raybould, B

INTERNATIONAL SEARCH REPORT

Information on patent family members

International Application No

PCT/UA 00/00037

Patent document cited in search report	Publication date	Patent family member(s)	Publication date
US 4753441 A	28-06-1988	NONE	
US 4861040 A	29-08-1989	NONE	
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GB 543205 A		NONE	
US 5570887 A	05-11-1996	NONE	